Character designs:
Character #1: Preference(kangaroo)
Character #2: Preference (dinosaur)

Product Summary: Setaish
We are creating a 1 vs 1 fighting game using JavaScript. The game will feature two fighters battling against each other in a 2D environment. Players will be able to choose their character or if we run out of time there will be 2 default characters and these characters engage in fast-paced combat using a variety of moves and techniques. The game will feature multiple rounds, and the first player to win a predetermined number of rounds will be declared the winner. The game will also have a health bar for each character, and the goal is to reduce the opponent's health bar to zero by landing successful attacks. The game may also feature special moves, combos, and other advanced techniques for players to master.

Target users: zineb
Because the product is a fighting style game, the type of users expected are mostly kids of ages 10 who want a quick game to play with friends to kill boredom to adults of age 25 or probably older who are looking for a nostalgic game to play. This is a wide range of users which makes catering of the game to the user's needs more difficult. However, it is best to remain basic and simple in terms of the game style, this way it can be more suitable to a wide range of users. Because of the strong possibility of kids playing the game, the mechanics won't be as hard or confusing to use. Also, the game will be made where there are no instructions needed to play the game. This way again, kids can enjoy it and busy teens/adults that just want a quick game to pass time can enjoy it as well.

Key elements: zineb
Firstly the game is based on a multiplayer functionality (2 players max) where the players would be using the same computer to compete against each other. Each player would be using a set of keys to perform the game mechanics. The game will start with a preloader/starting screen featuring the name of the game, some additional graphics and most importantly a start button. The starting screen is very straightforward with only one interactive functionality to avoid complexity. Furthermore, a screen featuring two characters is shown (a dino or kangaroo). The user will be able to click on their chosen character. Then the game platform and the characters opposing each other are shown, along with a countdown from 3 (this functionality is possible based on its level of complexity). After that the players will be able to start fighting, they're going to have a left and right key as well as a boxing key. There will be a health bar on top of the game that goes down whenever a player is in contact with the other player's punch. The game will have a loop function, and it can be activated in two ways, the first being one of the characters dying (the health bar decreased all the way) and the second when the timer has finished. A score element can also be added based on its complexity.

Street Fighter design idea: Setaish
Our 1 vs 1 fighting game will likely feature retro-style pixel art graphics. The characters and environments will be designed with a limited colour palette and a low resolution to create a nostalgic, classic arcade game look and feel. The characters' movements and animations will be simple but clear and easy to understand. The player's health bars and other UI elements will also be designed with a similar retro aesthetic. The game's environment may feature a limited number of interactive elements and obstacles, such as platforms or walls, that players can use to their advantage in combat. Overall,

the game's design will prioritize clarity and ease of understanding over complex details and realism, which is typical of many classic arcade-style games.

Moodboard: Jordan (10-12 pictures)

Moodboard
 	
- Inspo for health bars
- Character design inspo
- Main Menu screen
    ● Logo
    ● Start game
    ● Player select
    ● Options
- Map ideas
    ● Different styles	

Colours?	Option 1: Dark Theme (Dark Blues, Purple, Black, White, etc) Option 2: Light Theme (Light Blue, Green, Orange, Yellow, etc) Option 3: Both? Maybe make two maps, one during nighttime and another during the daytime?

Product Designs(figma) : (All three)

Libraries to check: Phaser js